Abstract

A method and system that uses a thin client solution in a mobile network is disclosed. The thin client is not required to be equipped with an execution environment; rather, the client is used as a display device for applications that run on remote servers. Applications

5   such as E-mail client, browser and others execute on a remotely located server, but use the client as a display and input device. The client is equipped with a speech input device, which receives speech input and transmits it to the server for interpretation or recognition at the server. Because bandwidth is limited, a method of combining requests that are transmitted and received between the client and one or more servers is

10   contemplated, which method results in a reduction of traffic between the client and the server(s). The server, which runs applications that are used and accessed by a user via the client, maintains application state on the server. Thus, when a user turns "off" the client device, the server may still maintain the state of the applications the user executed at the server. When the client reestablishes connection with the server, the user's prior state

15   may be restored.